The User Manual

Brought to you by The Amazing Aardvarks

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Introduction

Thank you for taking your time to try out the newest game that we have developed in 2010: Island Wars! This is a new strategy-based game that will bring you the "fun" factor everyone has been looking for. Look no further for the insanity and chaos you can experience in this 8-Player strategy game. Enjoy!

Credits

Jonathan Faubert: Team Leader and Lead Game Engine Programmer
Kelvin Yuen: Assistant Game Engine and Lobby Programmer, User Manual Design
Imrose Islam: Lead Network Programmer
Joshua Begleiter: Lead Graphics Programmer, Sprite and Tile Design
George Astafurov: Lead Lobby Programmer, Lead Chat Programmer

Special Thanks to:
http://www.gsarchives.net for the unit icons
http://freeplaymusic.com for the music
and Faye, Vicki and Josh for the sound effects

And an extra special thanks to all our playtesters:
Wodahs, TheDDRtist, kaneda, GU and Ross

System Requirements

Minimal Requirements

Java Runtime Environment version 1.6.0
Any Operating System that supports Java

Recommended Requirements

Java Runtime Environment version 1.6.0
Unix-Based Operating System

How to Start the Application

- Run the IslandWars.jar file

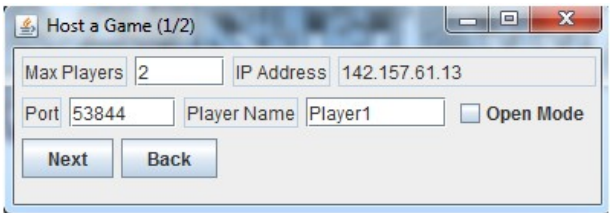
Elements in the Main Menu

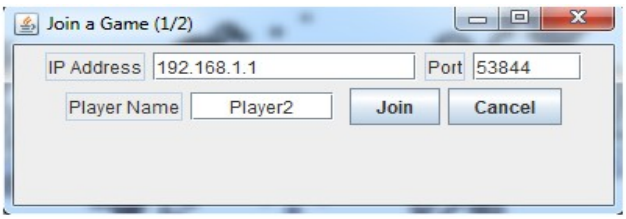
- Host
  - Host a Match
- Join
  - Join a Match being hosted
- Load
  - Load a saved match
- Options
  - Allows user to enable/disable Music and Sound FX
- Credits
  - Credit goes to Jonathan, Imrose, Joshua, George and Kelvin of The Amazing Aardvarks
- Exit
  - Exit the application

Starting a Match

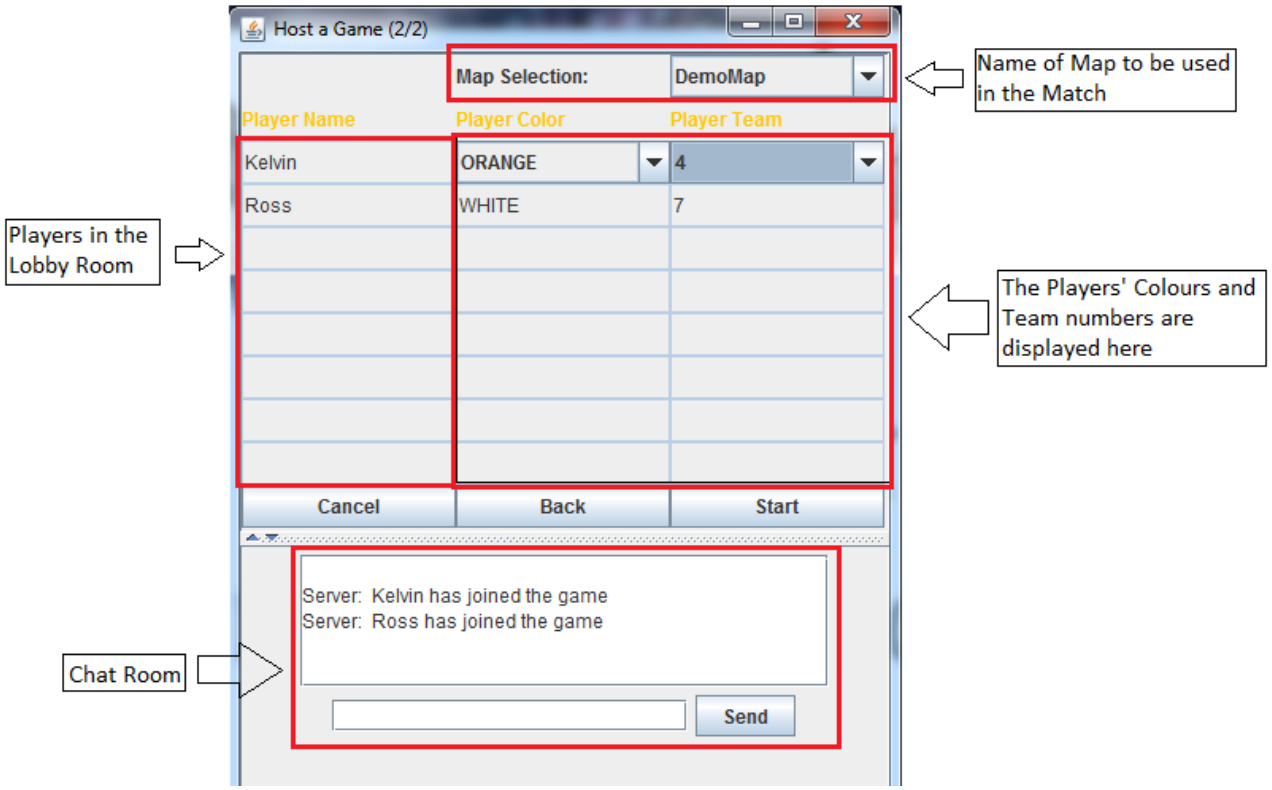
- Hosting a match
  - On the Main Menu, click on "Host". A window will pop-up with the following elements:
    - Max Players – The user must enter a maximum number of players in the match.
    - I.P. Address – This is the user's current I.P. address to give to other users to join the match with.
    - Port – The port number to use for the match.
    - Player Name – The user must enter a name to use. This name will be displayed to the other users. The Player Name must agree with the following requirements.
      - Name must be between 3 and 12 characters
      - Name must only contain letters, digits, underscores or hyphens
      - Name must start with a letter
    - Open Mode – Toggle for open mode (See page 13 for more information)
    - Next – Proceed to the Lobby Room
    - Back – Return to the Main Menu

- Joining a Match
  - On the Main Menu, click on "Join". A window will pop-up with the following elements:
    - I.P. Address – The user must enter the Host's I.P. Address here
    - Port – The port number to use for the match
    - Player Name – The user must enter a name to use. This name will be displayed to the other users.
    - Join – Attempt to join the Host's Lobby Room using the given I.P Address
    - Cancel – Return to the Main Menu





- Host Lobby Room
  - Map Selection – The Host selects a map to play
  - Player can select a colour (orange, white, grey, yellow, magenta, pink, brown, and beige). This will be the colour that will represent the player's units. Note that the player can only modify his/her own colour, not the other players'.
  - Player can select a team number between 0 and 7. Players with the same team number will be considered to be on the same team and will be against all other players with a different team number. Note that the player can only modify his/her own team number, not the other players'.
  - The "Start button" will start the match if the following requirements are met:
    - There are at least two different teams
    - No player has the same colour
    - The map selected has more islands than there are players in the lobby
  - The "Back Button" will bring the player back to the previous hosting dialogue
  - The "Cancel" button will bring the player back to the main menu
  - There is a Chat Window on the bottom of the Lobby Room. Here players can send messages for the others to see. This makes it easy to discuss team formations and the settings for the match.
  - As the Host, the user can boot other users out of the Lobby Room if they are not wanted in the match. Typing "/kick PlayerName [boot message]" will boot the player with the corresponding player name out of the Lobby Room and the boot message is shown to all players in the Lobby Room, including the player that was booted from the Lobby Room.
- Join Lobby Room
  - Everything will be the same as the "Host Lobby Room" described above, only the player will not be able to start the match. Only the host can do this.

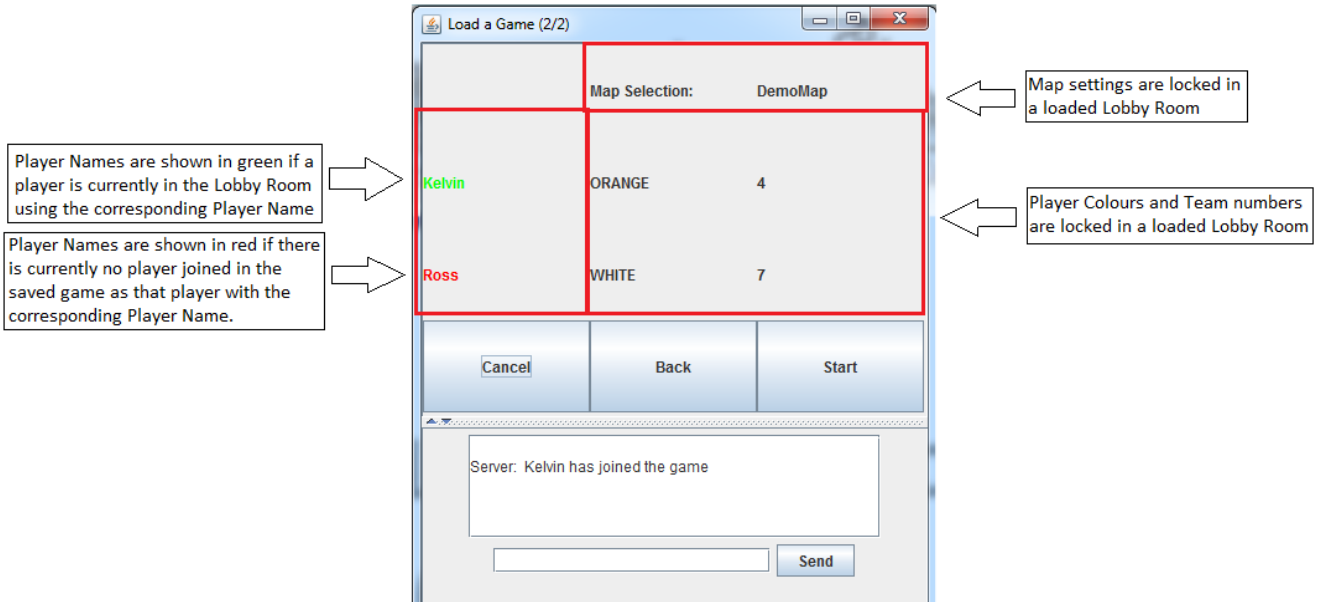


Saving and Loading

- Saving a Match
  - Open up the Pause Menu
  - Click on “Save Game”
  - A new window will appear. The user must select a directory to save the file in and the user must also specify a name for the save file to be used.
  - Click on “Save” to complete the save process
  - User will be returned to the Pause Menu
  - Note that save files will automatically have the file extension “.iws”

- Loading a Match
  - On the Main Menu, left-click on “Load”. A window will pop-up with the following elements:
    - Browse – Click on this to browse for the save file to load
    - I.P. Address - This is the user’s current I.P. address to give to other users to join the match with
    - Port – The port number to use for the match
    - Cancel – Returns to the Main Menu
    - Load – Creates a Lobby Room. The user will automatically play as the original host of the saved game.

- Loaded Game Lobby Room
  - The Lobby Room will be exactly as though the user hosted a new match or joined a new match. However, none of the users will be able to modify any of the settings (Players' Colours, Team Numbers and Map). The original Player Names will be shown on the left written in green or red.
    - If a Player Name is shown in green, it means that a player has assumed the role of that original player
    - If a Player Name is shown in red, it means that nobody has assumed the role of that original player yet
    - Until all Player Names are shown in green, the host cannot start the game.
  - Players attempting to join a game that was loaded must join with a Player Name that was used in the saved game.

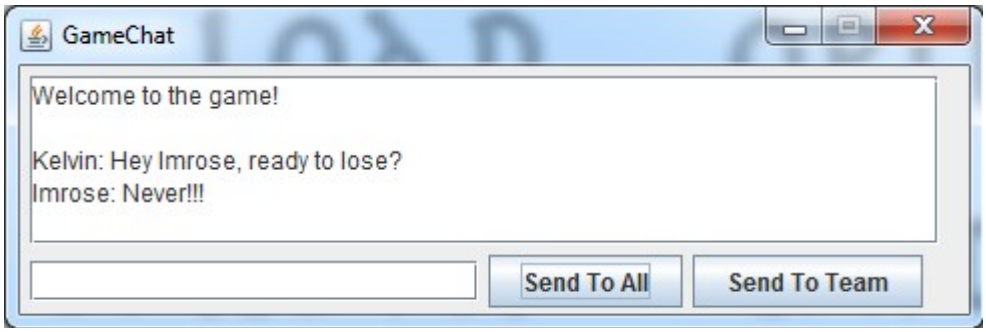

Load a Game (2/2)
Map Selection:
DemoMap
Kelvin
ORANGE
4
Ross
WHITE
7
Cancel
Back
Start
Server: Kelvin has joined the game
Send
Player Names are shown in green if a player is currently in the Lobby Room using the corresponding Player Name
Player Names are shown in red if there is currently no player joined in the saved game as that player with the corresponding Player Name.
Map settings are locked in a loaded Lobby Room
Player Colours and Team numbers are locked in a loaded Lobby Room

Using the GUI

- Moving the game screen
  - To move your game screen view around the map, simply use the arrow keys on your keyboard.
  - An alternative way of changing your game screen view is by clicking on a spot on the mini-map on the lower-right corner as explained below.

- Using the Mini-Map
  - On the lower-right corner of the in-game screen, there is a mini-map. This map represents what has been discovered by the player and the player's team-mates. The black areas are areas on the map that still have yet to be explored by the team.
  - The player can click anywhere on the mini-map and the focus of the game screen will be brought to that area of the map. This makes it easier for players to quickly check the area they wish to see.

- Using the In-Game Chat Room
  - In the In-Game Chat Room, players will be able to send messages to all other players also in the game by clicking on “Send to All” or they can send the message they typed only to their team-mates by clicking on “Send to Team”To build a unit
  - Left-click on the producer (Tower, City or Port) you wish to use to start building a unit
  - Left-click on “Build Unit” on the lower left corner of the screen.
  - A window will pop-up, showing the player all the different units the Tower/City/Port can build. Simply left-click on the unit you wish to start building.



- How to move a unit
  - Step 1

- How to move a Unit (Continued)
  - Step 2 (if applicable)

Menu
Kelvin's turn
Days Passed: 8
If the tile has more than one unit and producer, a list will pop-up. Select the unit you wish to move (Flag, Tank, Fighter or Bomber) or select Tower if you wish to produce a new unit.
Flag
Tank
Fighter
Bomber
Tower
Next Place
All Places
Next Unit
END TURN

  - Step 3

- How to move a Unit (Continued)
  - Step 4

Menu
Kelvin's turn
Days Passed: 11
Right-click adjacent tiles until you have successfully built a path from your unit's position to your desired destination.
Once you are done, right-click one last time on the destination tile to complete your "move" action.
In this case, the destination tile is the tile marked with a "5" in this picture.
1
2
3
4
5
Tank
Strength: 2/2
Moves: 3/3
Fortify
Next Place
All Places
Next Unit
END TURN

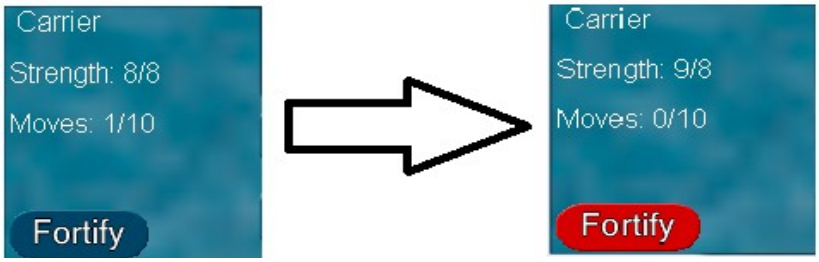
  - If the move is illegal, the unit will not move from its original position. The following moves are illegal:
    - Moving a Unit onto a tile of a certain land type they cannot be placed on (e.g. Moving a Tank onto a Mountain tile)
    - Moving a Sea Unit onto a Sea Tile that already has another Sea Unit
    - Moving any Unit other than a Flag onto a Producer occupied by an enemy-player
    - Exception: If a unit was being moved onto an in-explored area and the in-explored area are tiles that the unit cannot move onto, the unit will move along the chosen path all the way up until it meets the tile that it cannot move onto.
    - Moving a Submarine under an enemy Fighter is illegal if the enemy fighter cannot see the submarine.
    - Moving a Sea Unit or Air Unit onto an invisible Submarine.

- Attacking an Enemy Unit
  - To attack an Enemy Unit head-on, simply move your own Unit onto the same tile occupied by the Enemy Unit. Once this move is completed, an attack will be automatically launched.

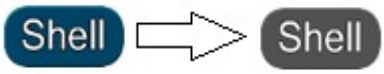
- Loading a Unit onto a Transport
  - To load a unit onto a Transport, simply move the land-type unit onto the sea-tile with the Transport.
  - The player's land-type unit will disappear from the Game Screen, but will be present in the Transport.

- Bombing an Enemy's Tower using a Bomber
  - To bomb an Enemy Tower using a Bomber, simply move the Bomber Unit onto the tile with the enemy's Tower. Once this is done, its special "Bomb" attack will be automatically activated.

- Fortifying a Unit
  - Fortifying a Unit will immobilize it. However, in exchange, the Unit will gain an extra Strength point, even if it surpasses the maximum Strength the Unit can have.
  - A Unit loses all movement points once it fortifies.
  - To Unfortify, simply click on the now red "Fortify" button on the lower-left corner.
  - If the Unit is fortified in a City or a Port, it will repair one Strength point per turn it spends fortified in the City or Port.



- Shelling an Enemy Unit
  - Select a Unit with Shelling capabilities
  - Click on "Shell" on the lower-left corner of the screen
  - Click on an Enemy Unit that is within your Unit's radar range
  - The Enemy Unit should now have lost 1 Strength point and your Unit should now be unable to move until the next turn. The "Shell" button is now greyed out.



- "Next Place" Button
  - Clicking on this button allows the Player to cycle through all the Producers s/he currently owns.

- “Next Unit” Button
  - Clicking on this button allows the Player to cycle through all his/her Units. This button skips units that have no movement points left or are fortified. This button stops responding once all units have no movements points left or are fortified.

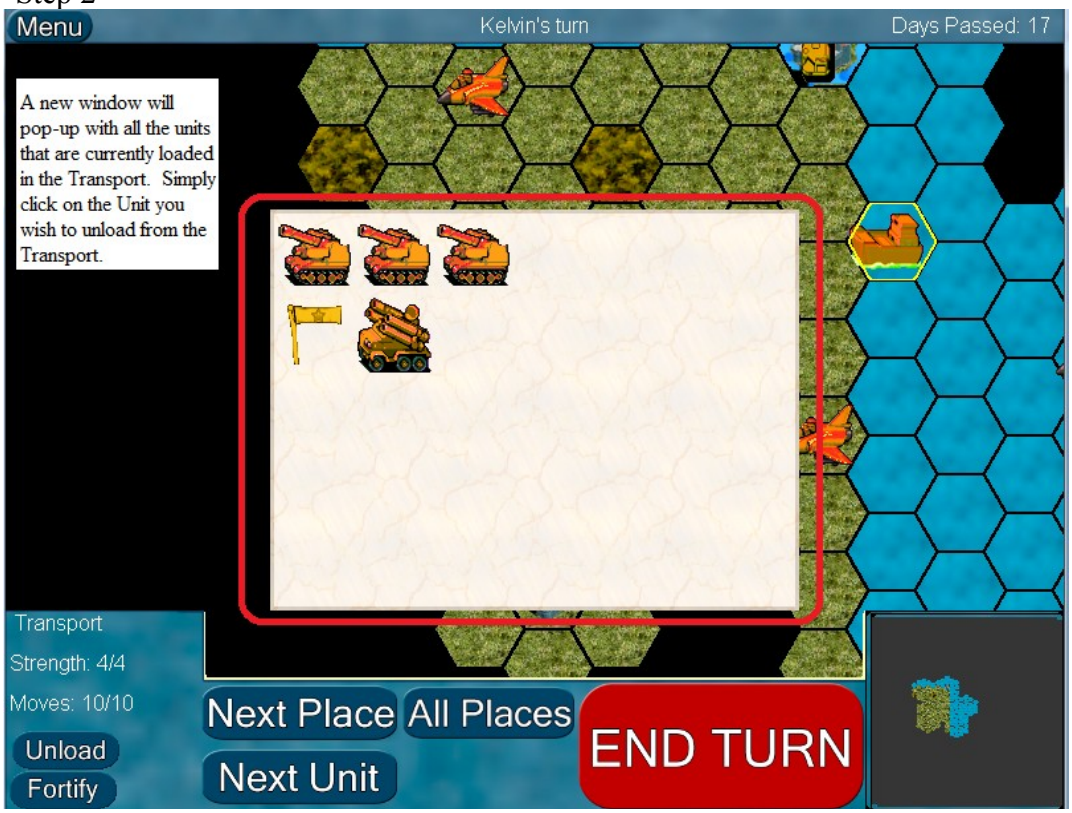
- “All Places” Button
  - Clicking on this button brings up a new window listing all the Producers currently owned by the Player. Clicking on one of these Producers will bring the Game Screen focus to that corresponding Producer.

- “End Turn” Button
  - Clicking on this button will end the Player's turn. This button appears in three colours, each one meaning something different.

	When the button is grey, this means that it is currently someone else's turn. Clicking on this button will have no effect on the game.
	When the button is red, clicking on this button will end the Player's turn. However, not all of the Player's units have performed an action yet. Clicking on “Next Unit” will reveal the units that have not performed an action yet.
	When the button is green, all units have performed an action and clicking on this button will end the Player's turn. After deciding what to produce at each Producer and reviewing your and your enemies' units' stats, clicking on this button is just about the only thing left to do.

- How to unload a Unit from the Transport
  - Step 1

  - Step 2



- How to unload a unit from the Transport (Continued)
  - Step 3

Menu
Kelvin's turn
Days Passed: 17
The window will disappear. All that's left is to left-click on the tile that the user wishes to unload the Unit on. Please note that players can only unload Units on tiles that are adjacent to the tile on which the Transport is on.
Next Place
All Places
Next Unit
END TURN

- Submarines and their "Sonar" Capabilities
  - Since submarines are submerged underwater, none of the enemy units can see it with the exception of enemy submarines.
  - Since submarines are the only units equipped with "Sonar" capabilities, they are the only ones that can detect each other.
  - Once enemy submarines are detected, any units can attack it.
  - Any undetected submarines can attack enemy units without worrying about any counterattacks (i.e. the submarine can perform a one-way attack).
- Open Mode
  - If this is turned on, the match will begin with no Fog of War. This means all Players can see everything on the map as opposed to being able to see only the tiles within their Producers' and Units' radar range.
  - If this is left off, the match will have Fog of War for the whole match.
  - In the Pause menu, the user can toggle Open Mode on and off. However, this only works if the Host had turned Open Mode on while setting up to Host a new match. If that is the case, any user can toggle Open Mode on or off in the Pause Menu, but will only affect their own Game Screen view, not everyone's.

Legend

- The following is a table of Producers and the units available to build in the Producers (Towers, Cities and Ports). Do not forget that only Ports can produce the Sea Units. Note that the units will appear in the colour of the owner's chosen Player Colour.

	Flag		Submarine
	Tank		Battleship
	Artillery		Fighter
	Transport		Bomber
	Carrier		Tower
	City		Port